<u>IN THE CLAIMS</u>

Claims pending

- At time of the Action: Claims 1-8, 10-15 and 27-37

- After this Response: Claims 1-8, 10-15, 27-28 and 30-37

Canceled or Withdrawn claims: 9, 16-26 (previously) and 29

Amended claims: 1, 27, 32-34 and 36-37

New claims: None

1.   **(Currently Amended)** An apparatus comprising:

one or more processors;

memory;

a media including game content <u>that includes at least an executable file and a data file</u>; and

a data protection portion including a file system alteration checking portion, stored in the memory and executable on one or more processors, that protects the apparatus from modification of the game content by determining whether the game content has been modified, wherein the data protection portion includes a file signature checking portion for checking whether ~~the~~ <u>a</u> file signature <u>of the data file</u> is as expected for ~~the~~ media that has not been modified, <u>the file signature checking portion being called during execution of the executable file and after the executable file initiates access of the data file,</u> and

if the game content has been modified, then the use of the game content within the apparatus fails.

2.   **(Original)** The apparatus of claim 1, wherein the media includes a removable media that is removable from the apparatus.

3.   **(Original)** The apparatus of claim 2, wherein the removable media includes an optical disk.

4.   **(Original)** The apparatus of claim 2, wherein the removable media includes a digital video disk.

5.   **(Original)** The apparatus of claim 1, wherein the apparatus includes a game console.

6.   **(Original)** The apparatus of claim 1, wherein the data protection portion includes a media type checking portion for checking whether the type of the media is as expected for media that has not been copied.

7.   **(Original)** The apparatus of claim 6, wherein the media type checking portion reduces the possibility of copying the game content from a pressed disk to an end user writable disk.

8.   **(Original)** The apparatus of claim 1, wherein the data protection portion checks the entire file to ensure that the media has not been invalidated.

9.   **(Canceled)**

10.   **(Previously Amended)** The apparatus of claim 1, wherein a signature check is performed on files as they are accessed.

11.   **(Original)** The apparatus of claim 1, wherein the data protection portion checks the contents of a file as it is opened.

12.   **(Original)** The apparatus of claim 1, wherein the file system alteration checking portion allows sector level validation rather than file level validation.

13.   **(Original)** The apparatus of claim 1, wherein the game content is stored in a game console specific format.

14.   **(Original)** The apparatus of claim 1, wherein the media content includes non-game content.

15.   **(Original)** The apparatus of claim 14, wherein the non-game content is stored in a non-game console specific format.

16.   **(Canceled)**

17.   **(Canceled)**

18.   **(Canceled)**

19.   **(Canceled)**

20.   **(Canceled)**

21.   **(Canceled)**

22.   **(Canceled)**

23.   **(Canceled)**

24.   **(Canceled)**

25.   **(Canceled)**

26.   **(Canceled)**

27.   **(Currently Amended)** A method comprising:

providing a media comprising media content, wherein the media content comprises at least one of game content, <u>which includes at least an executable file and a data file,</u> and non-game content;

examining the ~~media content~~<u>data file</u> for modifications, the examining comprising:

comparing an actual signature of the ~~media content~~<u>data file</u> with an expected signature of the ~~media content~~<u>data file, the comparing initiated during execution of an executable file and after the executable file initiates access of the data file</u>; and

~~launching the media content~~<u>enabling access to the data file</u> based on the examining.

28.   **(Previously Presented)** A method as recited in claim 27, wherein the media content includes game content is stored in a modified Universal Disk Format (UDF), the game content within the media content is stored in a different format and the modified UDF references location of the game content on the media.

29.   **(Canceled)**

30.   **(Previously Presented)** A method as recited in claim 27, wherein the media content includes non-game content and game content, and wherein the non-game content may be accessed by either a game console or a non-game console.

31. **(Previously Presented)** A method as recited in claim 27, wherein the comparing further comprises:

checking an actual signature of an executable file in the media content with an expected signature of the executable file; and

confirming an actual signature of a cluster of sectors in the media containing the media content with an expected signature of the cluster of sectors.

32. **(Currently Amended)** A ~~computer-readable tangible~~computer storage media comprising computer-readable instructions for implementing the computerized method of:

verifying whether a provided media comprising media content conforms to a stored media type definition;

examining the media content for alterations in format and content of files within the media content based on an actual and an expected signature of the media content, the examining initiated during execution of an executable file and after the executable file initiates access of the media content; and

~~running~~ accessing the media content ~~from~~ of the provided media if the provided media conforms to the stored media type definition and if the actual signature of the content matches the expected signature of the content.

33. **(Currently Amended)** A computer storage~~computer-readable tangible~~ media as recited in claim 32, wherein the examining further comprises:

identifying a cluster of sectors of the provided media containing media content; and

comparing an actual signature for the cluster of sectors with an expected signature for the cluster of sectors.

34.   **(Currently Amended)** A method comprising:

copying files from a provided media to a memory;

checking actual formats and actual signatures of the files when accessed from the memory with expected formats and expected signatures of the files, the checking initiated during execution of an executable file attempting to access the files and before accessing data associated with the files; and

~~launching~~ accessing the files if the actual formats and the actual signatures match the expected formats and the expected signatures.

35.   **(Previously Presented)** A method as recited in claim 34, wherein if the files have been previously accessed and the actual formats and the actual signatures matched the expected formats and the expected signatures, then the files are rendered accessible without the need to check the actual formats and the actual signatures with the expected formats and the expected signatures.

36.   **(Currently Amended)** A <u>computer storage</u>~~computer-readable tangible~~ media comprising computer-readable instruction for implementing the computerized method of:

verifying authenticity of a provided media based on media type definition stored in game console executable files in the provided media;

matching actual signatures of the game console executable files with expected signatures of the game console executable files if the authenticity of the provided media is verified;

executing the game console executable files if the actual signatures match the expected signatures;

~~during execution of the game console executable files,~~ requesting game content data files to be loaded <u>by the game console executable files and during execution thereof</u>;

comparing actual signatures of the game content data files with expected signatures of the game content data files <u>before the game content data files are loaded</u>; and

launching game content on the provided media if the actual signatures of the game content data files match the expected signatures of the game content data files.

37.   **(Currently Amended)** A <u>computer storage</u>~~computer-readable tangible~~ media as recited in claim 36, wherein the comparing comprises checking whether actual signatures of clusters of sectors containing the game content data files match expected signatures of the clusters of sectors.